

# Palm Springs Gay Softball League

## Rules & Regulations



All teams participating in the PSGSL are required to use the rules of play adopted by NAGAAA and USA Softball, with certain exceptions as noted herein. These rules and regulations supplement the USA Softball National Guidelines, NAGAAA, and PSGSL governing documents and serve to address situations unique to our area and may be adjusted as needed, if deemed necessary for the best interest of game-play.

### Code of Conduct

1. No manager, coach, player, or other individual(s) affiliated with a team shall commit any of the following acts, any of which may be justification for suspension or disqualification of any player or team:
  - a. Unsportsmanlike conduct on or off the field
  - b. Physical violence, verbal attacks or threat of any kind against players, spectators or umpires while participating in practice, league or tournament competition or while presenting themselves as a member of the PSGSL.
  - c. Participating under an assumed name, falsifying affidavits or roster or intentionally giving incorrect information to league officers will be considered as committing fraud and disciplined as such.
  - d. No coach, manager or player shall be intoxicated during a game.
  
2. Excessive contact or excessive intentional interference between a baserunner and defensive player is not tolerated and may result in an out and possible ejection at the umpire’s discretion. Runners must give themselves up, get out of the way, or slide when a play is being made at a base. Any intentional interference with a defensive player will result in the runner being called out.
  
3. An umpire has the right to suspend a game to handle unruly spectators, players and/or coaches. In such cases, a designated team representative must address and attempt to resolve the situation immediately to the umpire’s satisfaction for play to continue. Unruly spectators with no known team affiliation will be addressed by the umpire or a league official.
  
4. Each coach/manager is required to assist in maintaining the facilities used during games and keep dugouts clean. Especially when there is damage caused by an individual player of your team to the facilities being used for games.

### Player / Team Eligibility

1. Only players listed on an official PSGSL team roster are eligible to play in the league. Teams shall forfeit all games in which an ineligible player participates or is included on the game line-up.
  
2. Teams shall be comprised of a minimum of twelve (12) and a maximum of eighteen (18) players on their official team roster. A player may not appear on more than one (1) roster at a time.
  
3. Uniforms: Each player must wear a “team jersey” which must be similar in color and style, and must have a player/roster number as described by USA Softball rules. Non-uniform decorations or tied cloth is NOT allowed on a player's head, neck, or body.

Team ratings will be calculated by adding the top 10 rated players.

Division	Team Ratings Thresholds	Individual Ratings Thresholds
Open E	Up to 75	Up to 8
Open D and Masters D	Up to 110	Up to 12

Open C and Masters C	Up to 140	Up to 15
Open B	Up to 180	Up to 20
Open A	No less than 170	Not applicable

### **Game Play**

1. An official team line-up must be given to the umpire and opposing team five (5) minutes before game time. Failure to do so will constitute a forfeit. Changes to the line-up, including the addition or removal of a player(s), are not permitted once submitted to the umpire.

*Spring Season Only Addendum: A Player Sign-in Sheet, signed by all players on the submitted team line-up, must be given to the umpire at the start of the game. Failure to do so will result in a player(s) not receiving credit for the game.*

2. Official team line-ups may have up to twelve (12) players plus substitutions. Line-ups must include first and last name and uniform number. All substitutions must also be included on the line-up. Managers/coaches must advise the umpire of any changes in the line-up during the game.

*Fall Season Only Addendum: Teams may bat their entire roster. All extra hitters must be included in the official line-up and may bat in any spot in the order.*

3. Forfeit time will be game time – No Exceptions. Official game time will be determined by the umpire’s watch. Umpires must notify each team of the official starting time of the game.
4. Teams must have a minimum of nine (9) of their officially rostered players in the dugout to begin a game. Only players listed on the official team line-up provided to both the umpire and opposing team before game time are eligible to enter the game once it has started. Should a player listed on the line-up not be available at the time of their at-bat, that player’s turn will be recorded as an out until they enter the game. Should a team only list 9 players on their official lineup at the start of a game the empty tenth spot will be recorded as a reoccurring out for the entirety of the game.
5. Pick-up Players:
  - a. Spring Season: No pick-up players are allowed with the exception of the E division.

*Team Short Exception: Teams may pick-up a maximum of two (2) eligible players from their division or below to allow game play, provided that nine (9) rostered players are in the line-up. If a Pick-up player(s) is required, the game will be recorded as a forfeit. Pick-up players must play right field or catcher. A pick-up player may play as a pitcher if one is not available, for safety reasons. If competing teams are from different divisions, the pick-up player(s) must be from the lower division. Pick-up players must be added to the bottom of the line-up and wear their own team jersey. Coaches/Managers must identify pick-up players at a plate meeting with the umpire prior to the start of the game.*

6. A game will be fifty (50) minutes or seven (7) complete innings, whichever occurs first. Innings in progress at the end of regulation time will be completed. Games tied at the end of regulation play will use the USA International Tie-Breaker procedure to determine a winner. The last batter shall start the tie-breaker inning at second base. This player may be substituted at any point during the inning.

*Fall Season Only Addendum: Games shall utilize the five (5) run per inning rule, with unlimited runs allowed after the completion of the fourth inning. Should the home team be trailing by 15 runs at the start of the bottom of the fourth inning, a maximum of six (6) runs will be allowed during the home team’s turn at bat. Games tied at the end of regulation play will be recorded as such and forego the USA International Tie-Breaker procedure to determine a winner.*

7. Mercy Rule: The game will be called should a team be ahead:
  - a. 20 runs after 3 complete innings of play
  - b. 15 Runs after 4 complete innings of play
  - c. 10 runs after 5 complete innings of play
8. Bats must meet USA Softball standards. A complete list of approved bats can be found by clicking “certified equipment” at [www.asasoftball.com](http://www.asasoftball.com). Any illegal bat, discovered prior to the start or during the game, will be immediately removed from the field of play, photographed and documented by team and owner of the bat. Any player found in violation of using a previously documented illegal bat a second time will be suspended for 1 game.
9. All batters will start with a 1-1 count. Only one (1) foul ball after two (2) strikes will be allowed. Afterwards, the batter is out.
10. The pitcher must take a position with both feet firmly on the ground and at least one foot in contact with the pitcher’s plate when releasing the ball. All pitches must comprise an arch of at least 6’ and not more than 12’.
11. Baserunners cannot lead off the base until the ball crosses home plate or contact is made.
12. A runner who moves more than 2 steps out of the base path to avoid a tag shall be called out. Runners must avoid fielders attempting to field a hit. If a fielder is blocking the base/in the base path while waiting to receive a throw, fielder interference will be called and the runner will be safe. Please refer to code of conduct directives regarding runner interference.
13. Appeal Plays: The ball does not have to be thrown, intent just has to be verbalized.
14. Courtesy Runners:
  - a. Teams are allowed one (1) courtesy runner per inning, in addition to any player granted ADA Accommodation.
  - b. Any player on the official line-up may be used as a courtesy runner.
  - c. A courtesy runner is in the game when he/she touches the base.
  - d. A courtesy runner whose turn at bat comes while he/she is on base shall be called out; removed from the base; and immediately come to bat. A second courtesy runner may not be substituted at this time, nor can a substitute be inserted in the batting line-up in their spot to circumvent the rule.

*Fall Season Only Addendum:*

- a. *Teams are allowed two (2) courtesy runners per inning, in addition to any player granted ADA Accommodation.*
- b. *A player may be a courtesy runner only once per inning.*
- c. *A courtesy runner may not run for an existing courtesy runner for the remainder of the inning.*
- d. *If a runner violates a, b, or c, he/she will be called out and removed from the base.*

15. Home Runs:

Any excess over the number of homeruns permitted by each division will be an inning-ending out:

- a. A Division: Four (4)
- b. B Division: Three (3)
- c. C Division: One (1)
- d. D Division: Zero (0)
- e. E Division: Zero (0)

When two (2) team classifications are playing one another, the homerun rule for the lower division prevails.

After hitting a homerun over the fence, the batter does not have to touch any of the bases. PSGSL follows USA's "hit and sit" rule. All runners on base at the time of the homerun do not have to touch any more bases. The players may simply run off the field if desired.

16. Player Observations: Any team coach or manager may request an official observation of a player's skill, as it pertains to their official rating, as follows:
  - a. A completed Observation Card, available from the umpire and/or Field Director must be submitted to the umpire, prior to the conclusion of the game in which the player be questioned is in. Coaches/managers may not be advised if a player(s) on their team is being Officially observed
  - b. All submitted Observation Cards will launch a 4-game or 2-week review process by a minimum of two official observers not affiliated with the division in which the observed player competes.
  - c. At the conclusion of the observation period, findings will be reviewed by a panel of at least 2 ratings committee members and a Board member. Preliminary findings and observation documentation will then be sent to the coach/manager of the player in question.
  - d. The coach/manager has 72 hours to file an appeal if a player's rating is increased and present documentation to support their appeal. If an appeal is filed, a meeting will be held with the challenge committee, comprised of 2 official observers and a Board member, and the coach/manager and scorekeeper from the player's team.
  - e. Any preliminary finding that causes the player's rating or team's total to exceed the divisional cap will not be eligible to play until after the conclusion of the appeal process.
  - f. If no appeal is filed or the ratings increase is upheld at the conclusion of the appeal process, the new rating will become effective immediately.
  
17. Challenges: Only misrepresentation of the rules or a player's rating/eligibility can be protested. Challenges will not be accepted if the following procedures are not followed:
  - a. Any challenge must be made to the official at the time of the incident (misrepresentation of the rules) or before the final out of the game (player's eligibility or rating). Play will continue without delay until the game is completed or time expires.
  - b. A \$50 challenge fee must be presented along with a challenge form (available from the Field Director) within five (5) minutes after notification to the umpire or the challenge will be invalid (an exception to this is that if the protest notification happens with more than 5 minutes left in the game, the fee and form must be presented prior to the end of the game).
  - c. The Field Director will accept CASH only; no credit cards nor on-line payments (such as Venmo and PayPal) will be accepted.
  - d. The challenge hearing may begin as soon as five (5) minutes after the end of the game. If the challenger is not available when the hearing is ready to begin, the challenge will be deemed invalid.
  - e. The Challenge Committee will consist of the Ratings Committee Chair and two members of the Ratings Committee, as well as the Field Director, and (if available) a second PSGSL representative. An umpire may be used as part of the committee at the discretion of the Field Director. Defending teams may present historic data from the start of the previous season. Voting members of the Challenge Committee include, the Ratings Committee Chair and the Ratings Committee member(s),
  - f. The challenge fee will be refunded if the challenge is upheld or deemed invalid.

Penalties for Successful Challenges and/or Observation Requests:

- In the event of a point increase (due to a successful challenge) which results in a team or player being over the division cap, the challenged game will be forfeited.

- If a successful challenge causes a player's rating to go over the division limit (the player is "challenged out"), the player will be removed from the team's roster and ineligible to play. The team may continue with their team rating being adjusted to include only the remaining players.
- If a team is successfully challenged in a way that causes the team rating to go above the limit for the division, but no player goes over the player limit, one or more of the successfully challenged players must be removed from the roster to get the team rating back within the team rating limit.

Player Removal: If it is determined that a player should play in a division higher than the one in which they are registered, the player will be removed from the team's roster and the team coach suspended for 1 game. The Executive Board will make every attempt (but cannot guarantee) to place players in the appropriate division as a result of a successful challenge. No monies will be refunded including both player and/or team registration fees.

18. Forfeited games will be recorded as a 7-0 win for the opposing team. Any team forfeiting a game will be fined \$30 if the forfeit is communicated before 6pm the preceding Friday to the scheduled game or \$45 if communicated later. Fines for forfeited games must be paid within seven (7) days to avoid all subsequent games being forfeited until the fees are paid. A forfeit fee may be imposed even if a team is able to pick-up enough players and play the forfeited game.
19. Season Playoffs: Seeding will be based on the team's record (wins-losses-ties): In the event that two or more teams are tied with the same record, the tie-breaker(s) will be: 1) Winning Percentage, 2) Head-to-Head record, 3) Run Differential, 4) Total Runs For, 5) Total Runs Against, 6) Coin Toss.

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